



AMSTRAD CPC 464

AMSTRAD  
CPC 464

# SUBSUNK

ADVENTURE, WITH GRAPHICS



This is the SICKBAY. A spotlessly  
clean compartment dazzlingly  
painted white. (N,E,W)  
I can also see:-  
MEDICINE CABINET

Give me your command.

2 INVE  
I have with me:-  
LARGE VEGETABLE STRAINER (worn)  
PORTABLE VACUUM CLEANER

I'm ready for your instructions.



PIREBIRD

SUBSUNK



As Seafarer Gazette's ace reporter, Ed Lines, you have

been assigned to the 'Sea Lion' nuclear submarine  
for a tour of duty. However, the submarine has  
been attacked by an enemy force and left you  
stranded on the sea-bed. Can you escape?  
This demanding text and graphics adventure  
will test your powers of logical thinking -  
to the limit!

# SUBSUNK

© P. TORRANCE & C. LIDDLE

(written with the aid of 'The Quill', courtesy of Gilsoft)

## THE GAME

As Seafarer Gazette's ace reporter, Ed Lines, you  
are trapped on the sea-bed in a nuclear submarine.  
Your only hope of rescue is to send a distress signal  
to GHQ. How you actually go about doing this is  
up to you...

## LOADING

1. Place the tape in the cassette unit and rewind to the beginning.
2. Hold down CTRL and press the small ENTER key.
3. Press PLAY on the cassette unit.

*NOTE: Full loading instructions can be found in  
your Amstrad CPC 464 manual.*

<http://www.replacementdocs.com>

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## PLAYING THE GAME

To move around the ship, and perform any actions, you must enter instructions in to the computer in the form of Verb/Noun sentences (you will be informed of any consequences of those actions). For example, if you were at a location with an exit to the North, entering GO NORTH (some instructions can be abbreviated to one letter, i.e. N for North) would take you to the new location.

During this adventure you will discover various objects which may, or may not, help you. There are also a number of useful hints and clues for you to discover and make use of.

Some of the verbs you can use:

NORTH (N)	PICK
SOUTH (S)	ATTACH
EAST (E)	DISMANTLE
WEST (W)	JOIN
UP (U)	OPEN
DOWN (D)	CLOSE
INVENTORY (I)	LOCK
GET	UNLOCK
TAKE	FIRE
LOAD	TURN
LOAD GAME	DROP
QUIT	SPILL
PUT	PULL
PRESS	SAVE

If the computer does not understand an instruction, try to phrase your sentence differently, or use alternative words.

A game may be SAVED on to tape at any stage, by entering SAVE. A previously SAVED GAME can be reloaded at any time, by entering LOAD GAME (just entering LOAD is not sufficient).

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